

# Uncertainty

ITI0210, lecture 9 (2021)

# Logic and Reality

Logic is rigid:

*Toothache  $\rightarrow$  Cavity*

In logic, this is **always** true

In real world, it is true **sometimes, frequently**, etc



# Fudge Factors

First intuition: add some confidence value

toothache(X)  $\rightarrow$  cavity(X) : 0.8

I'm 80% confident that this diagnosis is true;  
can come from e.g. medical statistics

# Fudge Factors

Not as easy as it looks

```
smokes(X) & roommate(X,Y) -> smokes(Y) : 0.3  
smokes(X) & influences(X,Y) -> smokes(Y) : 0.7  
smokes(bob).  
roommate(bob, carl).  
influences(bob, carl) : 0.5
```

It's not obvious how to compute confidence for `smokes(carl)`.

**For example:** does the rule with 0.3 confidence increase or decrease total confidence?

# Conditional Probability

Probability has a **defined meaning** and lots of **established theory, software** etc

$$P(cavity|toothache) = 0.8$$

Means, “given the evidence: toothache, probability of cavity is 0.8”

Does **not** mean “if toothache then 0.8 chance of cavity”.

$$P(cavity|toothache, cavity) = 1$$

Probability can change, given different evidence

# Probability

The Basics

# Axioms

Probability space  $\Omega$ , atomic events  $\omega \in \Omega$

1.  $P(\omega) \geq 0$
2.  $\sum_{\omega \in \Omega} P(\omega) = 1$

Let's say an "event"  $A$  is a set of atomic events

Example: one heads, one tail

3.  $P(A) = \sum_{\omega \in A} P(\omega)$



# Definitions

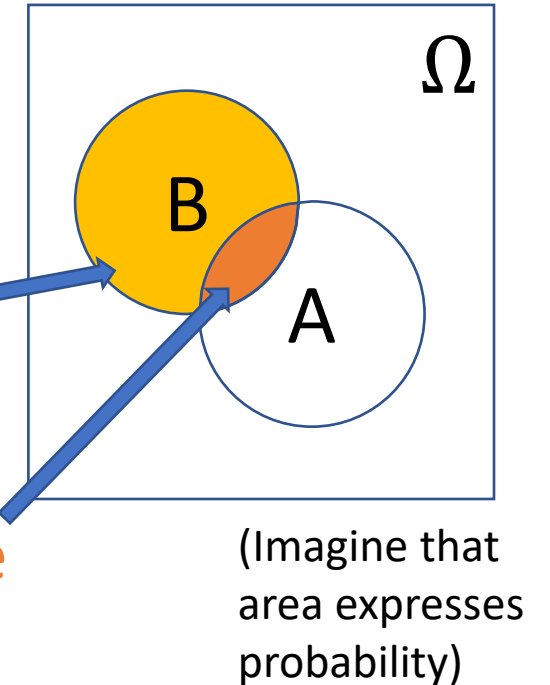
Conditional probability

$$P(A|B) = \frac{P(A, B)}{P(B)}$$

B is known or given

Reading  $P(A, B)$ : probability that  $A$  and  $B$  are both true

Together with the axioms, this is all the theory we need!





# Random variable

Examples:

r.v. *Odd* says the roll of a six-sided die was odd.

$$P(\text{Odd}) = \sum_{\omega \in \text{Odd}} P(\omega) = P(1) + P(3) + P(5) = \frac{1}{6} + \frac{1}{6} + \frac{1}{6} = 0.5$$

Can be numeric (e.g. *Temperature*), categorical, etc:

*Weather*  $\in \{\text{sunny, cloudy, rain, snow}\}$

# Random variable

Training data for machine learning can be considered random variables

| $X_1$   | $X_2$   | $X_3$   | $X_4$   | $Y$                    |
|---------|---------|---------|---------|------------------------|
| sepal l | sepal w | petal l | petal w | class                  |
| 4.6     | 3.2     | 1.4     | 0.2     | <i>Iris setosa</i>     |
| 5.3     | 3.7     | 1.5     | 0.2     | <i>Iris setosa</i>     |
| 5.0     | 3.3     | 1.4     | 0.2     | <i>Iris setosa</i>     |
| 7.0     | 3.2     | 4.7     | 1.4     | <i>Iris versicolor</i> |
| 6.4     | 3.2     | 4.5     | 1.5     | <i>Iris versicolor</i> |



The “Iris Flower Dataset”

# Samples

Sampling random variables:

- throw a coin, see which side is up
- pick an iris flower, measure its petals

Samples can be biased

But “bent coin” may not be the best example:

<https://izbicki.me/blog/how-to-create-an-unfair-coin-and-prove-it-with-math.html>

# Book conventions

$P(\textit{Weather} = \textit{sunny}) = 0.3$     probability of a given value for variable

$P(\textit{cavity}) = 0.3$     probability that the Boolean variable *Cavity* is true

$P(\neg \textit{cavity}) = 0.3$     probability that *Cavity* = *false*

$P(a \vee (b \wedge c)) = 0.01$     probability for a **proposition** being true

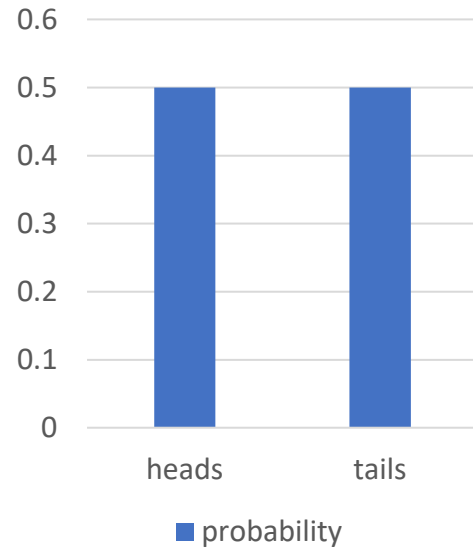
$a, b$  is the same as  $a \wedge b$

# Distributions

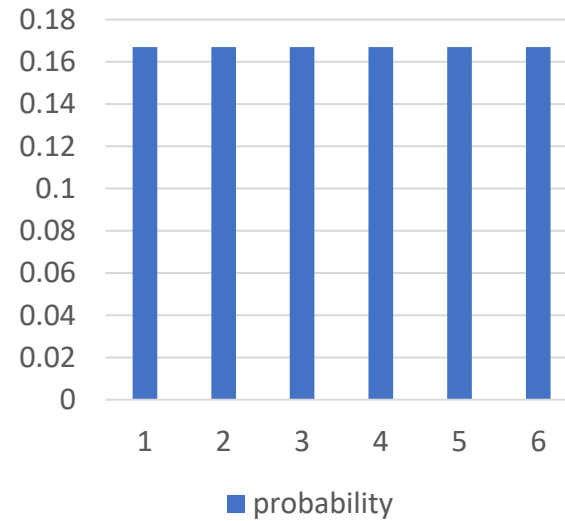
Where do probabilities come from

# Examples

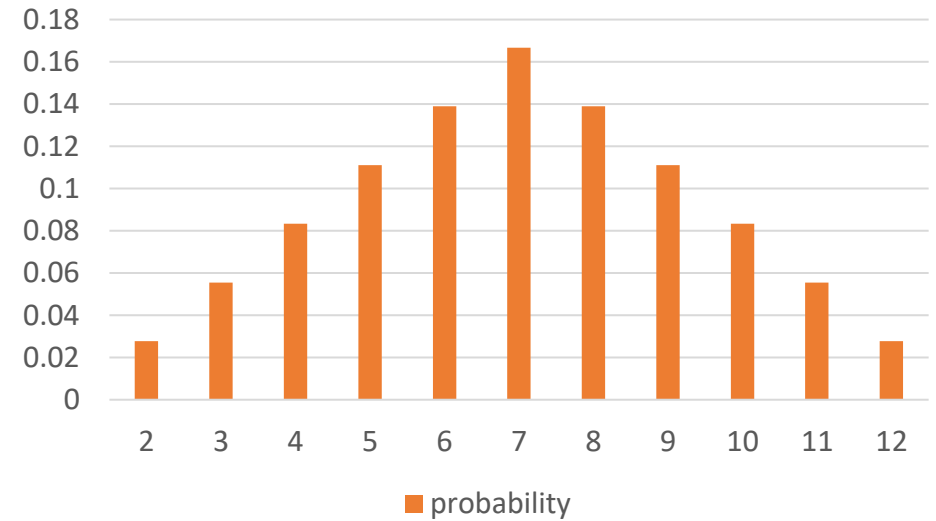
## Theoretical coin



## 6-sided die



## Sum of two dice



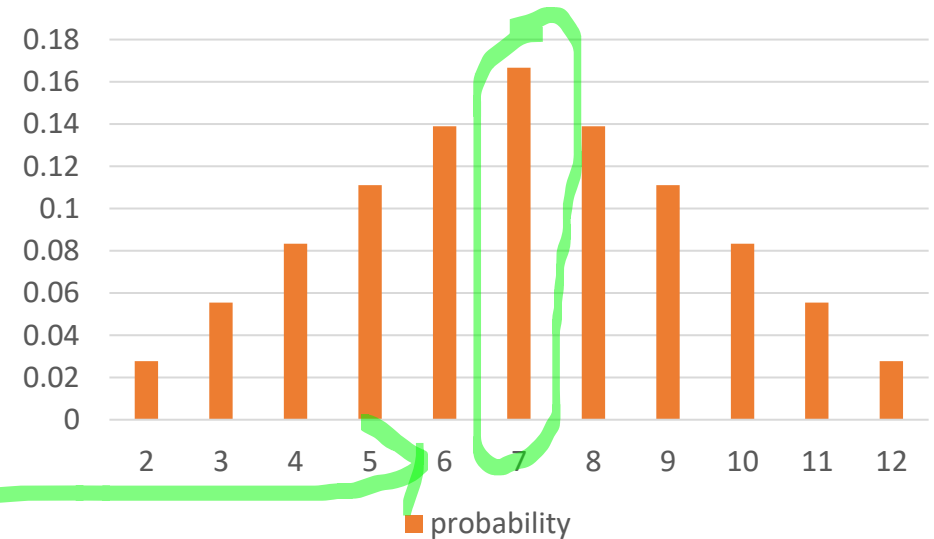
# Using a distribution

The distribution tells us

what is  $P(X = x)$  for some random variable

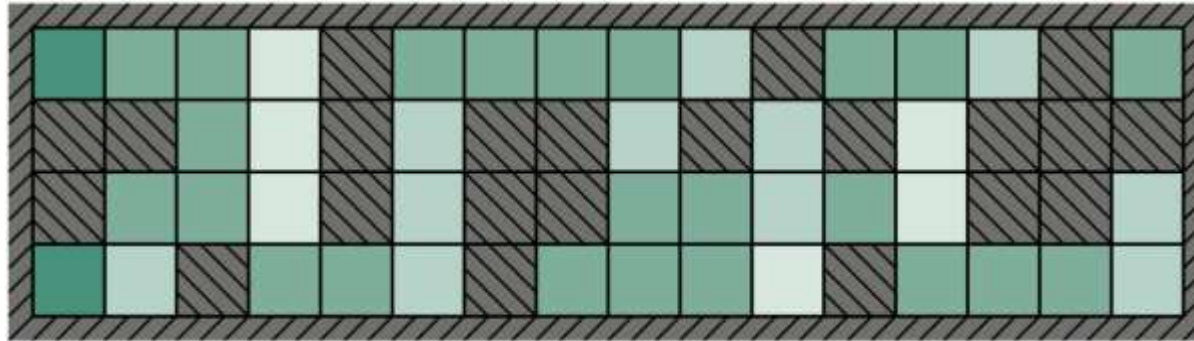
Example: what is the probability of throwing 2 dice and getting a “7”?

Answer: 0.167

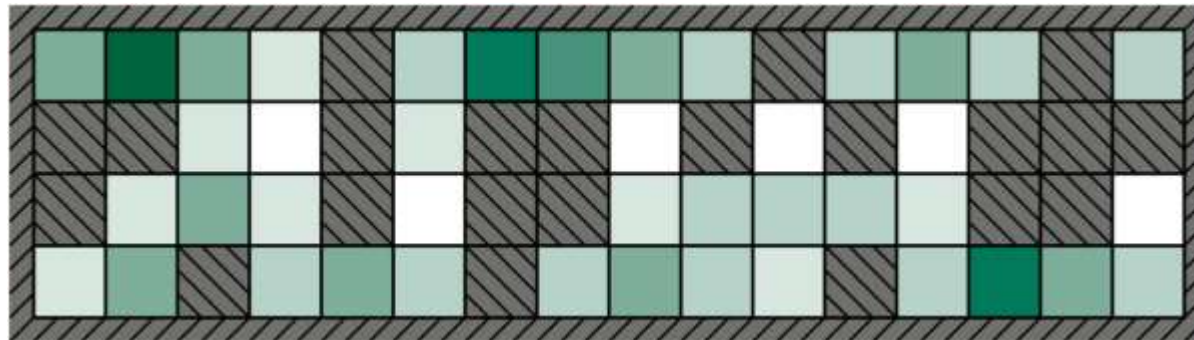


# Using a distribution

Robot observes walls N, S, W. Distribution of estimated robot location:



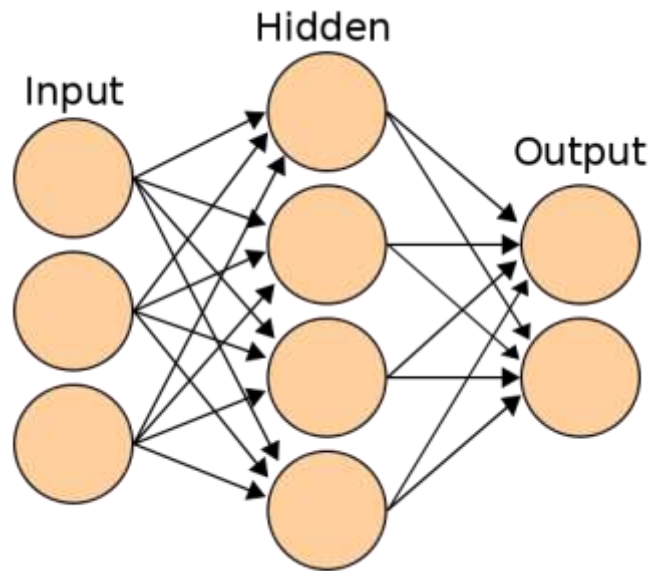
Move east, observe walls N, S:





# Using a distribution

The “softmax” output of a neural network  
is a probability distribution



| $x_i$ | $\text{softmax} \frac{e^{x_i}}{\sum_j e^{x_j}}$ | class |
|-------|---|-------|
| -0.12 | 0.107   | cat   |
| 2     | 0.893   | dog   |
| SUM:  | 1.0   |       |

# Distributions and Models

Let's say you tossed a coin 100 times

result 52 heads/48 tails

Empirical distribution  $P(heads) = 0.52$

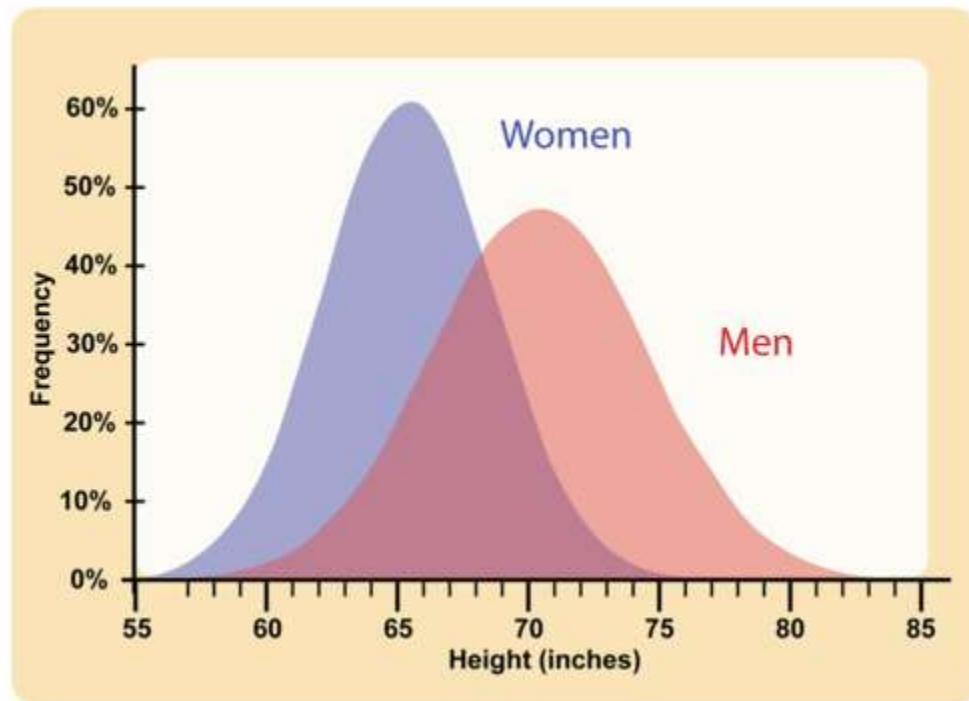
If you continue long enough,  $P(heads)$  will approach 0.5, right?

Actually,  $P(heads) = 0.5$  is an idealized model

It is not more “real” than your experiment

# Distributions and Models

Gaussian height distribution: it is an **approximation** of reality

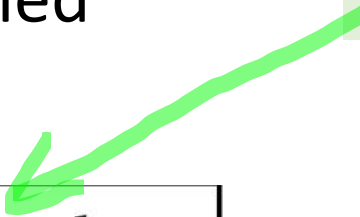


Images: ck12.org / Simon Fraser University

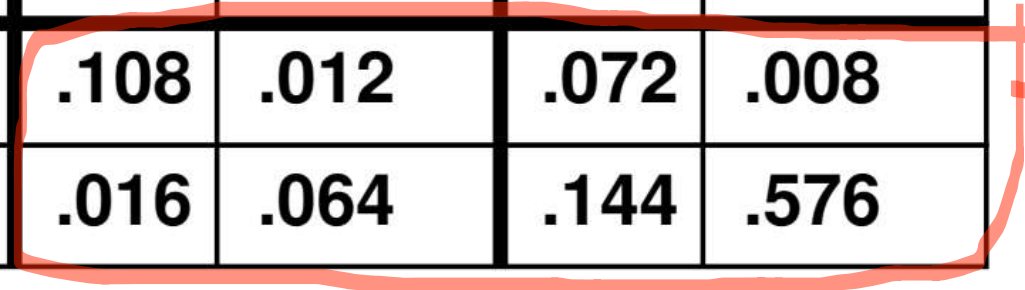
# Full Joint Distribution

Gives the probability for **each combination** of **all** variables

It's not important **how** the probability is determined  
e.g. could be simply a table:



|                      | <i>toothache</i> |                     | $\neg$ <i>toothache</i> |                     |
|----------------------|------------------|---------------------|-------------------------|---------------------|
|                      | <i>catch</i>     | $\neg$ <i>catch</i> | <i>catch</i>            | $\neg$ <i>catch</i> |
| <i>cavity</i>        | <b>.108</b>      | <b>.012</b>         | <b>.072</b>             | <b>.008</b>         |
| $\neg$ <i>cavity</i> | <b>.016</b>      | <b>.064</b>         | <b>.144</b>             | <b>.576</b>         |



Discrete  
variables

Sum is 1

# Probabilistic Inference

Using the Full Joint Distribution

# Marginal probability

The full joint distribution is incredibly useful for answering questions about probabilities

|                      | <i>toothache</i> |                     | $\neg$ <i>toothache</i> |                     |
|----------------------|------------------|---------------------|-------------------------|---------------------|
|                      | <i>catch</i>     | $\neg$ <i>catch</i> | <i>catch</i>            | $\neg$ <i>catch</i> |
| <i>cavity</i>        | .108             | .012                | .072                    | .008                |
| $\neg$ <i>cavity</i> | .016             | .064                | .144                    | .576                |

e.g. “What is the overall probability of toothaches?”

Using axiom 3

$$P(\text{toothache}) = \sum_{\omega \in T} P(\omega) = 0.108 + 0.012 + 0.016 + 0.064 = 0.2$$

$T$  is the set of atomic events where *Toothache* = *true*

# Conditioning

Or with conditional probability:

“Known symptoms: toothache.

What is the probability of **no cavity**?”

|                      | <i>toothache</i> |                     | $\neg$ <i>toothache</i> |                     |
|----------------------|------------------|---------------------|-------------------------|---------------------|
|                      | <i>catch</i>     | $\neg$ <i>catch</i> | <i>catch</i>            | $\neg$ <i>catch</i> |
| <i>cavity</i>        | .108             | .012                | .072                    | .008                |
| $\neg$ <i>cavity</i> | .016             | .064                | .144                    | .576                |

$$\begin{aligned} P(\neg \text{cavity} | \text{toothache}) &= \frac{P(\neg \text{cavity}, \text{toothache})}{P(\text{toothache})} \\ &= \frac{0.016 + 0.064}{0.108 + 0.012 + 0.016 + 0.064} = 0.4 \end{aligned}$$

Using

$$P(A|B) = \frac{P(A, B)}{P(B)}$$

# Probabilistic Inference

Given evidence  $\mathbf{e}$  and query variables  $\mathbf{q}$

Note the bold, these are vectors, i.e.  $\mathbf{e} = \{e_1, \dots, e_k\}$

$$P(\mathbf{q}|\mathbf{e}) = \frac{P(\mathbf{q}, \mathbf{e})}{P(\mathbf{e})} = \frac{\sum_{\mathbf{h}'} P(\mathbf{q}, \mathbf{e}, \mathbf{h}')}{\sum_{\mathbf{q}', \mathbf{h}'} P(\mathbf{q}', \mathbf{e}, \mathbf{h}')}$$

$\mathbf{h}'$  are all possible values for the rest of the random variables

$\mathbf{q}'$  are all possible values for the query variables

If this formula confuses you, go back to previous slide (same formula).



# Probabilistic Inference

We now have something similar to logical inference:  
given evidence, we can ask questions

The diagram illustrates probabilistic inference with two examples. The first example is  $P(pit_{2,1} | breeze_{2,2}, \neg breeze_{1,1})$ . A green box labeled "Query" has a green arrow pointing to the variable  $pit_{2,1}$ . An orange line connects the variables  $breeze_{2,2}$  and  $\neg breeze_{1,1}$  to an orange box labeled "Facts". The second example is  $P(fraud | TotalEUR > 10000, CountryBlacklisted = true)$ . A green box labeled "Query" has a green arrow pointing to the variable  $fraud$ . An orange line connects the conditions  $TotalEUR > 10000$  and  $CountryBlacklisted = true$  to an orange box labeled "Facts".

$$P(pit_{2,1} | breeze_{2,2}, \neg breeze_{1,1})$$

Query

Facts

$$P(fraud | TotalEUR > 10000, CountryBlacklisted = true)$$

Bonus: supports **uncertainty**, unlike logical inference

# Mini-Tutorial

How to compute formulas like this

$$P(\mathbf{q}|\mathbf{e}) = \frac{P(\mathbf{q}, \mathbf{e})}{P(\mathbf{e})} = \frac{\sum_{\mathbf{h}'} P(\mathbf{q}, \mathbf{e}, \mathbf{h}')}{\sum_{\mathbf{q}', \mathbf{h}'} P(\mathbf{q}', \mathbf{e}, \mathbf{h}')}$$

Test data: <http://lambda.ee/w/images/7/74/Somerville.txt>

(adapted from

<https://archive.ics.uci.edu/ml/datasets/Somerville+Happiness+Survey>)

Python example code: coming